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This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (Currently Amended) ~~In a gaming machine including a master gaming controller designed or configured to control a game of chance played on the gaming machine and to generate a video game presentation for the game of chance, a display device and a memory device,~~ A method of capturing a game history on a gaming machine with a master gaming controller for controlling a game of chance played on the gaming machine, the method comprising:

receiving a wager on the game of chance;

generating a sequence of game presentation frames for use in ~~the~~ a video game presentation of the game of chance ~~played on the gaming machine~~ wherein each game presentation frame is stored in a frame buffer with the master gaming controller;

selecting a game presentation frame stored in the frame buffer from the sequence of generated game presentation frames with the master gaming controller wherein at least one game history frame is generated for each game of chance played on the gaming machine;

incorporating frame data from the selected game presentation frame into a game history frame with the master gaming controller;

presenting the sequence of game presentation frames on a display screen coupled to the gaming machine with the master gaming controller; and

storing the game history frame in ~~the~~ a memory device on the gaming machine.

2. (Original) The method of claim 1, further comprising:

outputting the selected game presentation frame stored in the frame buffer to a display device.

3. (Original) The method of claim 1, further comprising:

discarding the selected game presentation frame stored in the frame buffer.

4. (Original) The method of claim 1, further comprising:

copying the frame data from selected game presentation frame stored in the frame buffer to a memory device;

modifying the frame data.

5. (Original) The method of claim 1, wherein the video game presentation is selected from the group consisting of a video slot game presentation, a video keno game presentation, a video poker game presentation, a video pachinko game presentation and a video black jack game presentation.

6. (Original) The method of claim 1, further comprising:
outputting the game history frame to at least one of a video display and a printer.

7. (Original) The method of claim 1, further comprising:
incorporating a player image of a player being presented the game presentation on the gaming machine into the game history frame.

8. (Original) The method of claim 1, further comprising:
incorporating game history information corresponding to the game presentation being presented on the gaming machine into the game history frame.

9. (Original) The method of claim 8, wherein the game history information is selected from the group consisting of player tracking information, player identification information, a date, a time, an amount wagered, an amount won, an amount lost, a game denomination, random numbers generated, a game paytable, a game name, game specific information and critical data.

10. (Original) The method of claim 1, wherein the game history frame contains frame data substantially identical to a game presentation frame data used in the game presentation.

11. (Currently Amended) On a gaming machine including a master gaming controller designed or configured to control a game of chance played on the gaming machine and to generate a video game presentation for the game of chance, a frame buffer and a non-volatile storage device, a method of preserving a game history, the method comprising:
generating with the master gaming controller a sequence of game presentation frames for use in the video game presentation of the game of chance played on the gaming machine wherein each game presentation frame is stored in a frame buffer;

capturing a game presentation frame stored in the frame buffer from the sequence of generated game presentation frames;

incorporating frame data from the captured game presentation frame into a game history frame with the master gaming controller wherein at least one game history frame is generated for each game of chance played on the gaming machine;

generating a game history frame signature to unambiguously identify the game history frame using game history frame data comprising the game history frame with the master gaming controller;

storing one or more of the game history frame data, the game history frame and the game history frame signature and combinations thereof to the non-volatile storage device; and

displaying another frame in the sequence of frames without capturing it.

12. (Original) The method of claim 11, further comprising:
capturing game history information.

13. (Original) The method claim 11, wherein the game history frame signature includes at least one of a CRC, a checksum and a hash value.

14. (Original) The method of claim 11, wherein the non-volatile storage device is at least one of a battery powered RAM, a flash memory, a hard drive and a mass storage device.

15. (Original) The method of claim 11, wherein the game presentation is selected from the group consisting of a video slot game presentation, a video keno game presentation, a video poker game presentation, a video pachinko game presentation and a video black jack game presentation.

16. (Original) The method of claim 11, wherein the game history frame data includes image data.

17. (Original) The method of claim 11, wherein the non-volatile storage device is located outside the gaming machine.

18. (Original) The method of claim 11, further comprising:

transmitting the at least one game history frame to a location outside of the gaming machine.

19. (Original) The method of claim 11, further comprising:
printing the game history frame.

20. (Original) The method of claim 11, further comprising:
applying a color reduction algorithm to the game history frame data.

21. (Original) The method of claim 11, further comprising:
applying a compression algorithm to the game history frame data.

22. (Original) The method of claim 11, further comprising:
applying an encryption algorithm to the game history frame data.

23. (Original) The method of claim 11, further comprising:
appending the game history frame signature to the game history frame data.

24. (Original) The method of claim 11, further comprising:
checking the memory available in the non-volatile storage device; and
when the memory is full,
removing the oldest game history frame data.

25. (Currently Amended) A method of playing back a game history from a game presentation displayed on a gaming machine with a master gaming controller for controlling a game of chance played on the gaming machine, the method comprising:

generating with the master gaming controller a sequence of game presentation frames for use in a video game presentation of a the game of chance played on the gaming machine wherein each game presentation frame is stored in a frame buffer;

selecting with the master gaming controller a game presentation frame stored in the frame buffer from the sequence of generated game presentation frames;

incorporating with the master gaming controller frame data from the selected game presentation frame into a game history frame wherein at least one game history frame is generated for each game of chance played on the gaming machine;

retrieving with the master gaming controller the game history from a game history database stored on a memory device wherein the game history includes at least one game history frame corresponding to one of a sequence of frames used in the game presentation displayed on the gaming machine;

validating with the master gaming controller game history frame data comprising the game history frame using a game history frame signature; and

displaying with the master gaming controller the game history frame to a display device.

26. (Original) The method of claim 25, wherein the game history database includes at least one game history frame from at least 10 different game presentations.

27. (Original) The method of claim 25, wherein the game history database includes a first game history frame from a first game presentation corresponding to a first type of game and a second game history frame from a second game presentation corresponding to a second type of game said first type of game different from said second type of game.

28. (Original) The method of claim 27, wherein a single game history frame playback code is used to display the first game history frame corresponding to the first type of game and the second game history frame corresponding to the second type of game.

29. (Original) The method of claim 25, wherein the display device is mounted to the gaming machine.

30. (Original) The method of claim 25, wherein the display device is physically separate from the gaming machine.

31. (Original) The method of claim 25, further comprising:

locating the game history frame corresponding to the game presentation in the game history database.

32. (Original) The method of claim 25, wherein the game history frame includes player identification information, game history information, game specific information or critical data.

33. (Original) The method of claim 25, further comprising:

decrypting the game history frame data.

34. (Original) The method of claim 25, further comprising:
uncompressing the game history frame data.

35. (Original) The method of claim 25, further comprising:
expanding the colors used to render the game history frame.

36. (Original) The method of claim 25, further comprising:
calculating a second game history frame signature from the game history frame data;
comparing the game history frame signature to the second game history frame signature; and
when the game history frame signature and the second game history frame signature are not in agreement,
displaying an error message to the display device.

37. (Currently Amended) A gaming machine comprising:
a master gaming controller designed or configured to
i) control a game of chance played on the gaming machine;
ii) to generate a sequence of game presentation frames for use in a video game presentation of the game of chance played on the gaming machine wherein each game presentation frame is stored in a frame buffer;
iii) to select one or more game presentation frames stored in the frame buffer from the sequence of generated game presentation frames;
iv) to incorporate frame data from the selected one or more game presentation frames into one or more game history frames wherein at least one game history frame is generated for each game of chance played on the gaming machine;
v) to store the one or more game history frames in a non-volatile storage device;
the frame buffer for storing the game presentation frames; and
the non-volatile storage device for storing the one or more game history frames and game history information wherein the gaming machine is operable i) to receive cash or indicia of credit for a wager on the game of chance and ii) to output cash or an indicia of credit as an award for the game of chance.

38. (Original) The gaming machine of claim 37, wherein the non-volatile storage device includes at least one of a flash memory device, a battery powered memory device and a hard drive.

39. (Original) The gaming machine of claim 37, further comprising a camera used to record a player image from a player being presented the game presentation on the gaming machine.

40. (Original) The gaming machine claim 39, wherein the master gaming controller incorporates the player image into the game history frame.

41. (Original) The gaming machine of claim 37, wherein the master gaming controller incorporates game history information into the game history frame.

42. (Original) The gaming machine of claim 37, wherein the game presentation is selected from the group consisting of a video slot game presentation, a video keno game presentation, a video poker game presentation, a video pachinko game presentation and a video black jack game presentation.

43. (Original) The gaming machine of claim 37, further comprising:

a communication interface used to transmit game history frames to locations outside of the gaming machine.

44. (Original) The gaming machine of claim 37, further comprising:

a printer used to print game history frames.

45. (Original) The gaming machine of claim 37, further comprising:

a display device used to display game history frames.

46. (Currently Amended) A method of preserving a history of events that transpired on a gaming machine during play of a game of chance, the method comprising:

from a series of video frames comprising a game presentation for the game of chance played on the gaming machine, selecting a game history frame having critical information about

the game wherein the video frames are generated and selected by a master gaming controller on the gaming machine;

temporarily storing the game history frame in a frame buffer on the gaming machine;

capturing the game history frame in a memory device in a manner allowing recall of the game history frame to reconstruct a game history on the gaming machine;

temporarily storing another frame in the frame buffer from the series of video frames wherein the frame is not a game history frame;

displaying the other frame on the gaming machine; and

flushing said other frame from the frame buffer without capturing it to the memory device.

47. (Original) The method of claim 46, further comprising:

adding text describing a game event to the game history frame prior to capture.

48. (Original) The method of claim 46, further comprising:

generating a game history frame signature from data in the game history frame.

49. (Original) The method of claim 48, further comprising:

associating the game history frame signature to the game history frame.

50. (Original) The method of claim 46, further comprising:

playing back a game history including the game history frame together with other game history frames.

51. (Original) In a gaming machine including a master gaming controller, a display device and a memory device, a method of capturing a graphical information, the method comprising:

generating a sequence of video frames used in a video presentation controlled by the master gaming controller on the gaming machine wherein each video presentation frame is stored in a frame buffer;

selecting a video presentation frame stored in the frame buffer from the sequence of video presentation frames;

storing the selected video presentation frame in the memory device

outputting the sequence of frames to the display device.

52. (Original) The method of claim 51, wherein the video presentation includes a maintenance video presentation and game service presentation.

53. (Currently Amended) In a gaming machine including a master gaming controller and a display device, a method of generating a game presentation, the method comprising:

retrieving with the master gaming controller one or more game history frames stored in a memory device wherein the game history frames contains game history information from one or more previous games wherein a first previous game is played on the gaming machine and second previous game is played on a second gaming machine;

generating a sequence of game presentation frames for use in a video game presentation of a game of chance played on the gaming machine controlled by the master gaming controller;

incorporating game history frame data from the one or more game history frames into the one or more of the sequence of game presentation frames used in the video game presentation with the master gaming controller;

outputting the sequence of game presentation frames used in the video game presentation to the display device.

54. (Original) The method of claim 53, wherein the memory device is located on the gaming machine.

55. (Original) The method of claim 53, wherein the memory device is located outside of the gaming machine.

56. Cancelled.

57. (Original) The method of claim 53, further comprising:

creating a bonus game scenario from the game history information.

58. (Original) The method of claim 57, wherein the bonus game scenario is created from game history information from a first previous game played on the gaming machine and second previous game played on a second gaming machine.

59. (Original) The method of claim 1, wherein the sequence of game presentation frames are generated using one or more of streaming video, 2-D graphics, 3-D graphics and combinations thereof.

60. (Original) The gaming machine of claim of claim 37, wherein the sequence of game presentation frames are generated using one or more of streaming video, 2-D graphics, 3-D graphics and combinations thereof.

61. (Currently Amended) In a gaming machine including a master gaming controller a display device and a memory device, a method of generating a game presentation, the method comprising:

in one or more games played on the gaming machine,

i)generating a sequence of game presentation frames for use in a video game presentation of a game of chance played on the gaming machine controlled by the master gaming controller wherein each game presentation frame is stored in a frame buffer with the master gaming controller;

ii)selecting a game presentation frame stored in the frame buffer from the sequence of generated game presentation frames with the master gaming controller;

iii)incorporating frame data from the selected game presentation frame into a game history frame with the master gaming controller wherein at least one game history frame is generated for each game of chance played on the gaming machine;

iv) storing the game history frame in the memory device;

retrieving one or more game history frames stored in the memory device wherein the game history frames contains game history information from one or more previous games played on the gaming machine;

generating a sequence of game presentation frames used in a second video game presentation controlled by the master gaming controller on the gaming machine;

incorporating game history frame data from the one or more game history frames into the one or more of the sequence of game presentation frames used in the second video game presentation; and

outputting the sequence of game presentation frames used in the second video game presentation to the display device.